1 Computational photography

Video files associated with this course are available from the cit

Ramesh Raskar, Jack Tumblin

August 2007 **SIGGRAPH '07:** SIGGRAPH 2007 courses

Publisher: ACM Request Permissions

Full text available: Pdf (21.56 MB) Additional Information: full citation, appendice

Bibliometrics: Downloads (6 Weeks): 21, Downloads (12 Months): 314, Citatic

2 Real-time shadowing techniques

Tomas Akenine-Moeller, Eric Chan, Wolfgang Heidrich, Jan Kautz, Mark Kilg

August 2004 **SIGGRAPH '04:** SIGGRAPH 2004 Course Notes

Publisher: ACM Request Permissions

Full text available: Pdf (11.17 MB) Additional Information: full citation, abstract, c

Bibliometrics: Downloads (6 Weeks): 5, Downloads (12 Months): 183, Citatior

Shadows heighten realism and provide important visual cues about the objects. But integration of robust shadow shadowing techniques in real-task. In this course on how shadows are incorporated ...

3 A gentle introduction to bilateral filtering and its applications

Sylvain Paris

August 2007 **SIGGRAPH '07:** SIGGRAPH 2007 courses

Publisher: ACM Request Permissions

Full text available: Mov (100:20 MIN), Pdf (27.35 MB) Additional Information: full cita

Bibliometrics: Downloads (6 Weeks): 39, Downloads (12 Months): 474, Citatic

- Image-based modeling and photo editing *Oh et al.* ACM SIGGRAPH co for Computing Machinery, Inc. Reprinted by permission. http://doi.acm. Fast bilateral filtering for the display of high-dynamic-range ...

4 Video object cut and paste

Yin Li, Jian Sun, Heung-Yeung Shum

July 2005 **SIGGRAPH '05:** SIGGRAPH 2005 Papers

Publisher: ACM Request Permissions

Full text available: Mov (20:8 MIN), Pdf (714.65 KB) Additional Information: full citati index te

Bibliometrics: Downloads (6 Weeks): 38, Downloads (12 Months): 304, Citatic

In this paper, we present a system for cutting a moving object out from sequence can be pasted onto another video or a background image. To new 3D graph cut based segmentation approach on ...

Keywords: graph cut, matting, tracking, video segmentation

Also published in:
July 2005 **Transactions on Graphics (TOG)** Volume 24 Issue 3

5 Image-driven simplification

Peter Lindstrom, Greg Turk
July 2000 **Transactions on Graphics (TOG)** , Volume 19 Issue 3
Publisher: ACM Request Permissions
Full text available: Pdf (1.98 MB) Additional Information: full citation, abstract, r

Bibliometrics: Downloads (6 Weeks): 8, Downloads (12 Months): 85, Citation

We introduce the notion of image-driven simplification, a framework tha portions of a model to simplify. This is a departure from approaches tha decisions based on geometry. ...

Keywords: image metrics, level-of-detail, polygonal simplification, visu

6 Extracting depth and matte using a color-filtered aperture

Yosuke Bando, Bing-Yu Chen, Tomoyuki Nishita
December 2008 **SIGGRAPH Asia '08:** SIGGRAPH Asia 2008 papers
Publisher: ACM Request Permissions
Full text available: Mov (22:3 MIN), Pdf (4.70 MB) Additional Information: full citatior

Bibliometrics: Downloads (6 Weeks): 22, Downloads (12 Months): 234, Citatic

This paper presents a method for automatically extracting a scene deptl foreground object by capturing a scene through RGB color filters placed By dividing the aperture into three regions through ...

Keywords: alpha matting, color correlation, color filters, computationa photography, depth estimation

Also published in:
December 2008 **Transactions on Graphics (TOG)** Volume 27 Issue 5

7 Modern approaches to augmented reality

Video files associated with this course are available from the cil

Oliver Bimber, Ramesh Raskar
August 2007 **SIGGRAPH '07:** SIGGRAPH 2007 courses
Publisher: ACM Request Permissions
Full text available: Pdf (46.17 MB) Additional Information: full citation, appendice references, index term

Bibliometrics: Downloads (6 Weeks): 133, Downloads (12 Months): 1136, Cita

This tutorial discusses the Spatial Augmented Reality (SAR) concept, its will present examples of state-of-the-art display configurations, appropr techniques, details about hardware and software ...

8 Layered depth images

Jonathan Shade, Steven Gortler, Li-wei He, Richard Szeliski

July 1998 **SIGGRAPH '98:** Proceedings of the 25th annual conference on interactive techniques

Publisher: ACM Request Permissions

Full text available: Pdf (584.98 KB) Additional Information: full citation, references

Bibliometrics: Downloads (6 Weeks): 27, Downloads (12 Months): 210, Citatic

9 Real-time shading

Marc Olano, Kurt Akeley, John C. Hart, Wolfgang Heidrich, Michael McCool,

August 2004 **SIGGRAPH '04:** SIGGRAPH 2004 Course Notes

Publisher: ACM Request Permissions

Full text available: Pdf (7.39 MB) Additional Information: full citation, abstract, c

Bibliometrics: Downloads (6 Weeks): 39, Downloads (12 Months): 605, Citatic

Real-time procedural shading was once seen as a distant dream. When was offered four years ago, real-time shading was possible, but only wit combining the effects of tens to hundreds of rendering ...

10 The elements of nature: interactive and realistic techniques

Oliver Deusen, David S. Ebert, Ron Fedkiw, F. Kenton Musgrave, Przemysla Jos Stam, Jerry Tessendorf

August 2004 **SIGGRAPH '04:** SIGGRAPH 2004 Course Notes

Publisher: ACM Request Permissions

Full text available: Pdf (17.65 MB) Additional Information: full citation, abstract, c

Bibliometrics: Downloads (6 Weeks): 141, Downloads (12 Months): 1378, Cita

This updated course on simulating natural phenomena will cover the lat techniques for simulating most of the elements of nature. The presente production, interactive simulation, and research perspectives ...

11 Compressive light transport sensing

Pieter Peers, Dhruv K. Mahajan, Bruce Lamond, Abhijeet Ghosh, Wojciech I Paul Debevec

January 2009 **Transactions on Graphics (TOG)** , Volume 28 Issue 1

Publisher: ACM Request Permissions

Full text available: Pdf (26.57 MB) Additional Information: full citation, abstract, r

Bibliometrics: Downloads (6 Weeks): 35, Downloads (12 Months): 288, Citatic

In this article we propose a new framework for capturing light transport the recently developed theory of compressive sensing. Compressive sen mathematical framework to infer a sparse signal from a limited ...

Keywords: Image-based relighting, compressive sensing

12 Modern approaches to augmented reality

Oliver Bimber, Ramesh Raskar

July 2005 **SIGGRAPH '05:** SIGGRAPH 2005 Courses

Publisher: ACM Request Permissions

Full text available: Pdf (48.93 MB) Additional Information: full citation, abstract, r

Bibliometrics: Downloads (6 Weeks): 60, Downloads (12 Months): 542, Citatic

This tutorial discusses the Spatial Augmented Reality (SAR) concept, its will present examples of state-of-the-art display configurations, appropr techniques, details about hardware and software ...

13 The epipolar occlusion camera

Paul Rosen, Voicu Popescu

February 2008 **I3D '08:** Proceedings of the 2008 symposium on Interactive

Publisher: ACM Request Permissions

Full text available: Pdf (2.26 MB) Additional Information: full citation, abstract, r

Bibliometrics: Downloads (6 Weeks): 7, Downloads (12 Months): 67, Citation

A depth image constructed with a pinhole camera suffers from disocclus viewpoint translation exposes samples not visible from the original view solution to employ additional depth images is inefficient. ...

Keywords: disocclusion errors, non-pinhole camera

14 Introduction

Some Course 5 presentations are available on the introduction

Paul Debevec, Erik Reinhard, Greg Ward, Karol Myszkowski, Helge Seetzen McTaggart, Drew Hess

July 2006 **SIGGRAPH '06:** SIGGRAPH 2006 Courses

Publisher: ACM Request Permissions

Full text available: Pdf (11.64 MB) Additional Information: full citation, appendice

Bibliometrics: Downloads (6 Weeks): 8, Downloads (12 Months): 170, Citatior

15 Human visual perception of region warping distortions

Yang-Wai Chow, Ronald Pose, Matthew Regan, James Phillips

January 2006 **ACSC '06: Proceedings of the 29th Australasian Comput Volume 48** , Volume 48

Publisher: Australian Computer Society, Inc.

Full text available: Pdf (378.55 KB) Additional Information: full citation, abstract, r

Bibliometrics: Downloads (6 Weeks): 1, Downloads (12 Months): 14, Citation

Interactive virtual reality requires at least 60 frames per second in orde a good immersive experience, it is also necessary to have low end-to-er interaction does not suffer from perceptible delays ...

Keywords: address recalculation pipeline, object segmentation, priority tearing artefacts, visual perception

16 GPGPU: general purpose computation on graphics hardware

David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ia Lefohn

August 2004 **SIGGRAPH '04:** SIGGRAPH 2004 Course Notes

Publisher: ACM Request Permissions

Full text available: Pdf (63.03 MB) Additional Information: full citation, abstract, c

Bibliometrics: Downloads (6 Weeks): 125, Downloads (12 Months): 1421, Cita

The graphics processor (GPU) on today's commodity video cards has ev powerful and flexible processor. The latest graphics architectures provid bandwidth and computational horsepower, with fully programmable ver

17 Communications of the ACM: Volume 52 Issue 2

February 2009 Communications of the ACM

Publisher: ACM

Full text available: Digital Edition , Pdf (7.09 MB) Additional Information: full citation

Bibliometrics: Downloads (6 Weeks): 446, Downloads (12 Months): 3256, Cita

18 Communications of the ACM: Volume 51 Issue 10

October 2008 Communications of the ACM

Publisher: ACM

Full text available: Digital Edition , Pdf (7.16 MB) Additional Information: full citation

Bibliometrics: Downloads (6 Weeks): 278, Downloads (12 Months): 3414, Cita

19 Free-viewpoint video of human actors

Joel Carranza, Christian Theobalt, Marcus A. Magnor, Hans-Peter Seidel

July 2003 **SIGGRAPH '03:** SIGGRAPH 2003 Papers

Publisher: ACM Request Permissions

Full text available: Mov (26:19 MIN), Pdf (5.99 MB) Additional Information: full citatic index ter

Bibliometrics: Downloads (6 Weeks): 22, Downloads (12 Months): 196, Citatic

In free-viewpoint video, the viewer can interactively choose his viewpoi action of a dynamic real-world scene from arbitrary perspectives. The h plays a central role in most visual media and its structure ...

Keywords: body model, human motion capture, image-based renderin

Also published in:

July 2003 **Transactions on Graphics (TOG)** Volume 22 Issue 3

20 Motion-invariant photography

Anat Levin, Peter Sand, Taeg Sang Cho, Frédo Durand, William T. Freeman

August 2008 **SIGGRAPH '08:** SIGGRAPH 2008 papers

Publisher: ACM Request Permissions

Full text available: Additional I

Object motion during camera exposure often leads to noticeable blurrin this blur is challenging because the blur kernel is unknown, varies over object velocity, and destroys high frequencies. ...

Keywords: coded imaging, computational photography, motion deblurr

Also published in:
August 2008 **Transactions on Graphics (TOG)** Volume 27 Issue 3

Edit an existing query or compose a new query in the Search Query Display.

Select a search number (#) to:

- Add a query to the Search Query Display
- Combine search queries using AND, OR, or NOT
- Delete a search
- Run a search

Thu, 20 Aug 2009, 1:11:41 PM EST

Search Query Display

Recent Search Queries

#1 (((light <and> (field <or> frame) <and> layer <and> scene <and> background))<in>metadata)

#2 (((light <and> (field <or> frame) <and> layer))<in>metadata)

#3 (((light <and> (field <or> frame) <and> layer <and> scene)) <in>metadata)